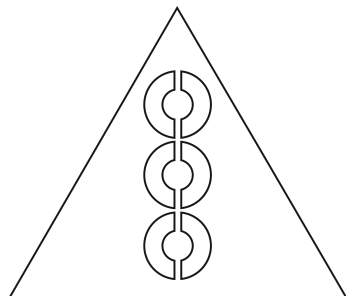


# **2022 WING CHUN NATIONAL CHAMPIONSHIPS**

HOSTED BY VING TSUN MUSEUM



**Ving Tsun Museum**

**庵師妙春詠**

**CHI SAU REGULATIONS**

## **Table of Contents**

<b>ARTICLE 1 Competition Committee</b>	<b>2</b>
<b>ARTICLE 2 Arbitration Committee</b>	<b>2</b>
<b>ARTICLE 3 Referee Team</b>	<b>2</b>
<b>ARTICLE 4 Duties of Referee Team</b>	<b>3</b>
<b>ARTICLE 5 Supporting Staff</b>	<b>4</b>
<b>ARTICLE 6 Methods of Competition &amp; Classification</b>	<b>4</b>
<b>ARTICLE 7 Age Group</b>	<b>5</b>
<b>ARTICLE 8 Weight Class</b>	<b>5</b>
<b>ARTICLE 10 Appeal</b>	<b>6</b>
<b>ARTICLE 11 Registration</b>	<b>6</b>
<b>ARTICLE 12 Competition Protocol</b>	<b>6</b>
<b>ARTICLE 13 Duration of Contest</b>	<b>6</b>
<b>ARTICLE 14 Drawing Lots</b>	<b>7</b>
<b>ARTICLE 15 Weight-In</b>	<b>7</b>
<b>Article 16 Equipment and Appearance</b>	<b>7</b>
<b>Article 17 Procedures of the Contest</b>	<b>8</b>
<b>Article 18 Scoring the Contest</b>	<b>9</b>
<b>Article 19 Decision of Bout</b>	<b>12</b>
<b>Article 20 Knock Down/Out</b>	<b>12</b>
<b>Article 21 Procedures in the Event of a Knock Down/Out</b>	<b>12</b>
<b>Article 22 Procedure for Suspending the Match</b>	<b>13</b>
<b>ARTICLE 23 Default</b>	<b>13</b>
<b>ARTICLE 24 Doping Test</b>	<b>13</b>
<b>ARTICLE 25 Placing</b>	<b>13</b>
<b>ARTICLE 26 Contest Platform</b>	<b>14</b>

## **Chapter 1 OFFICIALS AND DUTIES**

### **ARTICLE 1 Competition Committee**

**1.1 Competition Committee** is the highest authority supervising the whole operation of the competition. It consists of one (1) competition Director, one (1) floor manager and one (1) deputy floor manager. (3)

#### **1.2 Duties**

- 1) To supervise the works of the Referee Team.
- 2) To supervise and monitor the behavior of the competitors and participating teams.
- 3) It has the authority to impose penalties on officials or competitors who breach the rules.
- 4) Competition officials are not directly involved with the referees who perform their work without prejudice.

### **ARTICLE 2 Arbitration Committee**

**2.1 Arbitration Committee** consists of one (1) chairperson, and two (2) vice chairpersons. (3)

#### **2.2 Duties**

- 1) To handle complaints and impose binding solutions.
- 2) Decisions made by the Arbitration Committee are valid only if there are more than half of the committee members attending the conference and more than half of the members are in the same stance. If the voting is equal, the chairperson of the committee has the authority to make the final decision. Members of the Arbitration Committee should not express any opinion on topics related to their personal interest.
- 3) The Arbitration Committee has the authority to make the final decision.

### **ARTICLE 3 Referee Team**

**3.1 Organization of Referee Team** consists of one (1) Head Referee, one (1) Deputy Head Referee, one (1) Center Referee, and five to ten (3-5) Corner Judges. (6-8)

#### **3.2 Supporting Staff**

- 1) Recorders 1-2 persons
- 2) Registrars 2-3 persons
- 3) Announcers 1-2 persons
- 4) Photographers 1-2 persons

## **ARTICLE 4 Duties of Referee Team**

### **4.1 Head Referee**

- 1) Organizing and leading the referee team to ensure that the competition rules are strictly followed; make sure all preparation work is duly done.
- 2) Interpret the rules but have no authority to change.
- 3) During the competition, he may rearrange the work of the referees and, in case of serious errors made by the referee, handle the situation.
- 4) Examine and announce the contest result, review and summaries referee work.

### **4.2 Deputy Head Referee**

- 1) The Deputy Head Referee is to assist the Head Referee and temporarily act as the Head Referee when he/she is absent.

### **4.3 Center Referee**

- 1) Obey the leadership of the head referee; attend study seminars and do preparation work.
- 2) Execute duties independently and prepare detailed records.
- 3) The Center Referee shall have control over the match
- 4) The Center Referee shall declare "Start", "Stop", "Halt", "Attention", "Bow", "Ready", "Wait", "Time", "Continue", "Break", winner and loser, deduction of points, warnings and retiring. All the Referee's declarations shall be made when the results are confirmed.
- 5) The Center Referee shall have the right to make decisions independently in accordance with the prescribed rules.
- 6) The Center Referee shall not award points.
  - a) In case of a tied or scoreless match, the Referee shall make the decision of superiority after the end of the third round for intermediate divisions and the end of the fourth round for advanced divisions.

### **4.3 Corner Judges**

- 1) The Judges shall mark the valid points immediately.
- 2) The Judges shall state their opinions forthrightly when requested by the Referee.
- 3) Responsibility for judgment
  - a) Decisions made by the Referee and Judges shall be conclusive and they shall be responsible to the Board of Arbitration for those decisions.

#### **4.4 Chief Schedule Recorder**

- 1) Handle all records, examine registration and prepare schedules.
- 2) Prepare all registration forms, examine contest results and rankings.
- 3) Time the contest and periods of time-out suspension and also shall record and publicize the awarded points and/or deduction of points.

#### **4.5 Chief Registrar**

- 1) Supervise the registrar team and report to the head referee in case of any incident.

### **ARTICLE 5 Supporting Staff**

#### **5.1 Schedule recorder**

Perform the duties assigned by the Chief Schedule Recorder.

#### **5.2 Registrar**

Handle all registration work according to the schedule and guide the competitors to the competition platform, submit the completed registration form to the head referee.

#### **5.3 Announcer**

To announce the result, introduce the competition rules and related knowledge.

#### **5.4 Photographer**

- 1) Record videos of all contests.
- 2) At the request of the Competition Committee, broadcast the related video.
- 3) All the videos taken will be kept for record purposes.

## **Chapter 2 COMPETITION RULES**

### **ARTICLE 6 Methods of Competition & Classification**

#### **6.1 Method of Competition**

- 1) Single elimination tournament style
- 2) Round robin system

#### **6.2 Classification**

- 1) Individual contest (shall normally be between contestants in the same weight class.

## 2022 WING CHUN NATIONAL CHAMPIONSHIPS TAOLU REGULATIONS

When necessary, adjoining weight classes may be combined to create a single classification).

- 2) Male and Female divisions (shall exist only when 3 or more competitors are present for any one weight division)

All international-level competitions recognized by the VTMSC shall be formed with the participation of at least 3 countries with no less than 3 contestants in each weight class, and any weight class with less than 3 contestants cannot be recognized in the official results.

### ARTICLE 7 Age Group

- 1) Junior (Teen) Contest (Aged 15-17)
- 2) Senior (Adult) Contest (Aged 18-49)
- 3) Senior + Contest (Aged 50 and above)

### ARTICLE 8 Weight Class

#### 8.1 Junior (Age 15-17)

Division	Boys	Girls
Bantamweight	56kg (123.4lbs & under)	48kg (105.8lbs & under)
Featherweight	60kg (123.5 to 132.2lbs)	52kg (105.9 to 114.6lbs)
Lightweight	68kg (132.3 to 149.9lbs)	56kg (114.7 to 123.4lbs)
Welterweight	76kg (150.0 to 167.5lbs)	60kg (123.5 to 132.2lbs)
Middleweight	84kg (167.6 to 176.3lbs)	65kg (132.3 to 143.3lbs)
Heavyweight	84+kg (over 176.3lbs)	65+kg (above 143.3lbs)

#### 8.2 Senior (18 and up)

Division	Boys	Girls
Bantamweight	60kg (121.3 to 132.2lbs)	55kg (114.7 to 121.2lbs)
Featherweight	68kg (132.3 to 149.9lbs)	60kg (121.3 to 132.2lbs)
Lightweight	76kg (150.0 to 167.5lbs)	65kg (132.3 to 143.3lbs)
Welterweight	84kg (167.6 to 176.3lbs)	70kg (143.4 to 154.3lbs)
Middleweight	92kg (176.4 to 202.8lbs)	75kg (154.4lbs to 165.3lbs)
Heavyweight	92+kg (above 202.8lbs)	75+kg (above 165.3lbs)

According to the actual needs, the Competition Committee has all rights and is subject to change and/or combine weight classes.

## **ARTICLE 9 Skill Division**

**9.1 Intermediate Division** shall be those competitors that train at the Chum Kiu level and below (1 to 3 years of Wing Chun experience).

**9.2 Advanced Division** shall be those competitors that train at the Biu Jee level and above (3 or more years of Wing Chun experience).

## **ARTICLE 10 Appeal**

The Competition Committee will only accept appeals relating to the referee's final judgment. All appeals must be made to the Competition Committee within 15 minutes presented by the team coach or leader in writing together with an Appeal Fee of \$100 USD. Each appeal can be made against only one allegation.

The Competition Committee will review and make its decision. If it is found that the appeal is correct, the Competition Committee will take appropriate action against the related referee and refund the appeal fee to the applicant but **the result will not be changed**. However, if it is found that no error is committed by the referee, no refund will be made. The Competition Committee will notify the result to the related parties.

## **ARTICLE 11 Registration**

All competitors must arrive at the registration counter for the 1st check-in and the checking of equipment and uniform 30 minutes before the start. The 2<sup>nd</sup> check-in will be 10 minutes before the contest and the 3<sup>rd</sup> check-in will be 5 minutes before the contest.

*\* If applicant's check-in late at any one time, he/she will be disqualified.*

## **ARTICLE 12 Competition Protocol**

Competitors should pay salute to the Referee table, Ring referee, competitor and opposing coach before and after their performance.

## **ARTICLE 13 Duration of Contest**

- 1) The duration of the contest shall be three (3) rounds with a fourth round reserved for use in the result of a tie in the previous three rounds.
- 2) The first two rounds shall be 45 seconds in length.
- 3) The third round shall be 60 seconds in length for intermediate divisions and 120 seconds for advanced divisions.
- 4) A 30 second break/rest will follow every round.
- 5) If necessary, the fourth round shall be 60 seconds in length. The fourth round shall consist of 30 seconds of Daan Chi Sau. Then the players shall switch hands and continue for 30 more seconds. Rest between sides shall be 15 seconds in the fourth round.

#### **ARTICLE 14 Drawing Lots**

- 1) The drawing of lots shall be conducted one day prior to the first competition in the presence of the IWCSC officials and representatives of the participating nations, and the drawing of lots shall be done from the Light weight up in the English alphabetical order of the official names of the participating nations.
- 2) Officials shall be designated to draw lots on behalf of officials of participating nations not present at the drawing.
- 3) The order of the draw may be changed according to the decision of the Head-of-Team meeting.

#### **ARTICLE 15 Weight-In**

- 1) Weight-in of the contestants on the day of competition shall be completed one hour prior to the competition.
- 2) Weigh-in shall be wearing undergarments only, shorts for Males and shorts/sports bra for Females.
- 3) Weigh-in shall be made once, however, one more weigh-in is granted within the time limits for official weight-in to the contestants who did not qualify the first time.
- 4) So as not to be disqualified during the official weigh-in, a scale, the same as the official one, shall be provided at the contestants place of accommodation or at the arena for pre-weight-in.

#### **Article 16 Equipment and Appearance**

##### **16.1 Clothing**

- 1) Pants shall be of one solid color, either black or white. A school emblem may also be present.
- 2) The shirt shall be short sleeved and tucked into the pants. A school emblem may also be present. The shirt shall be free from buttons, zippers, snaps and the like.
- 3) Shoes shall be of an athletic, indoor nature with good traction.
- 4) All items of clothing shall be in a state of good condition with no loose thread.

##### **16.2 Safety Equipment**

- 1) An athletic support shall be worn by all male competitors.
- 2) A suitable mouthpiece shall be worn at all times during competition.
- 3) In the Advanced divisions, the head protector shall be worn. The head protector shall feature a faceplate covering the front of the face. The front of the face must be completely covered. The head protector should be free of cracks or any other signs of



wear and tear.

- 4) In all female divisions, the competitors shall be free to decide their own use of a chest protector.

### **16.3 Physical Appearance**

- 1) The fingernails shall be trimmed and clipped as short as possible. Overall bodily cleanliness shall also be required.
- 2) The body shall be free of all jewelry, rings, necklaces, earrings, and etc.

*All clothing and safety equipment shall be examined before the start of competition.*

## **Article 17 Procedures of the Contest**

### **17.1 Call for contestants**

- 1) The name of the contestants shall be announced three times beginning three minutes prior to the scheduled start of the contest.
- 2) The contestant who fails to appear in the contest area within one minute after the scheduled start of the competition shall be regarded as withdrawn.

### **17.2 Physical and Costume Inspection**

After being called, the contestant shall undergo physical and costume inspection at the designated inspection desk, and the contestant shall not show any signs of aversion, and also shall not bear any materials that could cause harm to the other contestants.

### **17.3 Entering the competition area**

After inspection, the contestants shall enter into the waiting position with one coach.

### **17.4 Start and End of the Contest**

The contest in each round shall start with the declaration of “Start” by the Referee and shall end with the declaration of “Stop” by the Referee.

### **17.5 Procedures**

Before the beginning the Contest

- 1) The contestants shall turn to the Head of Court and make a standing bow at the Referee’s command of “Attention” and “Bow”. A Standing bow shall be made from the natural standing posture of “Attention”, by inclining forward at the waist to an angle of more than thirty degrees with the head inclined to more than forty-five degrees and the fists clenched at the sides of the legs.
- 2) The contestants shall face each other and exchange standing bow at the Referee’s command of “Face each other”, “Bow”.
- 3) The Referee shall start the contest by commanding “Ready”. At this point, the contestants

will approach each other and engage in the “Syeung Chi Sau” (Double Sticking Hand) position. Both contestants shall have one hand protecting the inner door (Fuk Sau) and one hand protecting the outer door (Tan Sau or Bong Sau). At the command of “Start” by the Referee, the contestants shall proceed to roll their hands through three complete rolls before throwing any techniques.

- 4) Any time the action is stopped and the contestants are returned to the Syeung Chi Sau position, the Referee shall command the contestants to return to the Syeung Chi Sau position with the command “Ready.” At the command of “Start” by the Referee, the contestants shall roll their hands through three complete rolls before throwing any techniques.

#### During the Contest

- 1) For both skill divisions
  - a) Round One – Red will attack and Blue will defend only, with the head disallowed as a target.
  - b) Round Two – Blue will attack and Red will defend only, with the head disallowed as a target.
  - c) Round Three – Red and Blue are free to attack and counter-attack, with the head allowed as a target.
- 2) For Advanced Division only
  - a) If the score is tied after the third round, the advanced division will proceed into a fourth round.
  - b) Red and Blue shall be free to attack and counter-attack.
  - c) If Red and Blue become separated, each competitor shall be free to resume Chi Sau distance without interference from the Referee. The Referee shall stop the contest and reset to Syeung Chi Sau position only if one or both competitors are forced past the Boundary Line.

#### After the Contest

- 1) After the end of the last round, the contestants shall stand at their respective positions facing each other and exchange standing bow at the Referee’s command of “Face each other”, “Bow”, and then shall turn to the Head of Court and make a standing bow at the Referee’s command of “Face the Center”, “Bow” and wait the Referee’s declaration of the decision in the standing position.
- 2) The Referee shall declare the winner by raising the winner’s hand according to the result of the contest. However, when the winner is unable to stand at his/her position due to injury, the Referee shall declare the winner by raising his/her own hand on the winner’s side.
- 3) Retirement of the contestants

### Article 18 Scoring the Contest

#### 18.1 Permitted Techniques

Daan Da (Single Strikes) - Any strike performed without changing both hand positions. Examples:

- 1) Chung Choi (Thrusting Punch)
- 2) Jou Sau (Running Hand)
- 3) Lat Sau Jik Chung (Off Hand, Forward Thrust)
- 4) Ding Jeang (Straight or Side Palm)
- 5) Go/Dai Wang Jeang (High/Low Side Palm)

Seung Da (Double Strikes) - Any strike performed by changing both hand positions simultaneously. Examples:

- 1) Ngoy/Noi Tan Da (Outside/Inside Disperse Strike)
- 2) Ngoy/Noi Pak Da (Outside/Inside Slap Strike)
- 3) Ngoy/Noi Lop Da (Outside/Inside Grab Strike)
- 4) Po Jung (Break Center)
- 5) Huen Da (Circle Strike)
- 6) Jau Sau (Running Hand)
- 7) Laan Da (Obstruct Strike)
- 8) Gum Da (Press Strike)
- 9) Po Pai Jeang (Carry Sign Palm)

## **18.2 Permitted Areas**

Trunk - Within the limits of the area from the horizontal line at the base of the throat down the horizontal line of the waistband above the hips. However, no attacks shall be made to the back.

Head - The sides and front of the head covered by the head protector shall be open to moderate contact for the Advanced Division only. In the Intermediate Division the face may be aimed at, but no contact is allowed. The back of the head and neck shall not be attacked nor aimed at. During the first and second round, the head shall not be considered a valid target, regardless of experience level.

## **18.3 Valid Points**

Legal scoring area

- 1) Midsection of the trunk: the abdomen and both sides of the flank
- 2) Head: the permitted areas of the head

Awarding of Points

- 1) Points shall be awarded when the permitted techniques are delivered accurately and powerfully to the legal scoring areas of the body.
- 2) Each scoring technique shall earn plus one (+1) point.
- 3) Match score shall be the sum of points of three rounds

Invalidation of points

- 1) When the following are committed, the delivered technique will not be scored:
  - a) Intentionally falling, immediately after delivery of the legitimate technique.

- b) Committing an illegal act after delivery of the legitimate technique.
- c) Use of any of the prohibited actions.

#### **18.4 Scoring and Publication**

- 1) Valid points shall be immediately recorded.
- 2) The points shall be totaled at the end of the match and the winner shall be announced.

#### **18.5 Prohibited Acts**

- 1) The Referee shall declare penalties on any prohibited acts:
  - a) In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared
  - b) Penalties are divided into **Warning Penalties** and **Deduction Penalties**.
  - c) Two warning penalties shall be counted as deduction of one (1) point. However, the last odd warning point shall not be counted in the grand total.
  - d) A deduction point shall be counted as minus one (-1) point.

#### **18.6 Warning Penalties**

- 1) Grabbing the opponent with both arms (longer than 1 second)
- 2) Pushing the opponent with the shoulder, body, hands, or arms
- 3) Manhandling - the use of strength/muscle to overbear the opponent
- 4) Clinching - holding the opponent with the hands or arms
- 5) Intentionally crossing the Boundary Line
- 6) Evading by turning the back to the opponent
- 7) Intentionally falling down
- 8) Pretending injury
- 9) Attacking with the knee
- 10) Attacking the groin intentionally
- 11) Stomping or kicking
- 12) Hitting the front of the opponent's face with hands or fist (Advanced division only)
- 13) Gesturing to indicate scoring or deduction by raising the hand, etc
- 14) Uttering undesirable remarks or any misconduct on the part of the contestant or the coach

#### **18.7 Deduction Penalties**

- 1) Attacking a fallen opponent
- 2) Intentional attack after the Referee's declaration of "Stop"
- 3) Attacking the back and the back of the head intentionally
- 4) Attacking the opponent's face severely with the hands or fist
- 5) Butting
- 6) Throwing the opponent
- 7) Violent or extreme remarks or behavior on the part of the contestant or the coach

When a contestant refuses to comply with the Competition Rules or the Referee's order intentionally the Referee may declare the contestant loser by penalties.

When the contestant receives minus three points (-3) the Referee shall declare him/her the loser by penalties.

Warning and Deduction shall be counted in the total score of three rounds.

### **18.8 Decision of Superiority**

- 1) In the case of a tie score by deduction of points, the contest shall go into a fourth round.
- 2) In the case of a tie score in the fourth round, the winner shall be the contestant awarded more points through the four rounds.
- 3) Decision of superiority shall be based on the initiative shown during the contest.

### **Article 19 Decision of Bout**

- 1) Win by Referee stopping the contest
- 2) Win by score or superiority
- 3) Win by withdraw
- 4) Win by disqualification
- 5) Win by Referee's punitive declaration

### **Article 20 Knock Down/Out**

- 1) When any part of the body other than the sole of the foot touches the floor due to the force of the opponent's delivered technique.
- 2) When a contestant is staggered showing no intention or ability to pursue the match.
- 3) When the Referee judges that the contest cannot continue as the result of any powerful technique having been delivered.

### **Article 21 Procedures in the Event of a Knock Down/Out**

- 1) When a contestant is knocked down as the result of the opponent's legitimate attack, the Referee shall take the following measures:
  - a) The Referee shall keep the attacker away from the downed contestant by the declaration of "Break"
  - b) The Referee shall count aloud from "One" to "Ten" at one-second intervals towards the downed contestant, making hand signals indicating the passage of time.
  - c) In case the downed contestant stands up during the Referee's count and desires to continue the fight, the Referee shall continue the count up to "Eight" for recovery of the downed contestant. The Referee shall then determine if the contestant is recovered and, if so, continue the contest by declaration of "Continue".
  - d) When a contestant who has been knocked down cannot demonstrate the will to resume the fight by the count of "Ten", the Referee shall announce the other contestant winner by K.O.
  - e) The count shall be continued even after the end of the round or the expiration of the match time
  - f) In case both of the contestants are knocked down, the Referee shall continue counting as long as one of the contestants has not sufficiently recovered.

- g) When both contestants fail to recover by the count of “Ten”, the winner shall be decided upon the match score before the occurrence of the knock down.
- h) When the Referee judges that a contestant is unable to continue, the Referee may decide the winner either without counting or during the counting.
- 2) Procedures to be followed after the contestant is knocked out
  - a) Any contestant suffering a knockout as the result of a blow to the head will not be allowed to compete for the next 30 days. Before entering a new contest after 30 days, the contestant must be examined by a medical doctor designated by the IWCSA, who must certify that the contestant is recovered and able to compete.

## **Article 22 Procedure for Suspending the Match**

- 1) When a contest is to be stopped due to injury of one or both of the contestants, the Referee shall take the following measures;
  - a) The Referee shall suspend the contest by declaration of "Halt" and order the Time Keeper to suspend the timekeeping by announcing "Time"
  - b) The Referee shall allow the contestant to receive first aid within one minute.
  - c) The Referee shall declare the contestant who does not demonstrate the will to continue the contest after one minute, even in the case of slight injury, the loser.
  - d) In case the resumption of the contest is impossible after one minute, the contestant causing the injury by a prohibited act will be penalized by Deduction Penalty and shall be declared the loser.
  - e) In case both contestants are knocked down and are unable to continue the contest after one minute, the winner shall be decided upon points scored before the injuries occurred.
  - f) When it is judged that a contestant's health is at risk due to losing consciousness or falling in an apparently dangerous condition, the Referee shall suspend the contest immediately and order first aid to be administered. The Referee shall declare as loser, the contestant causing the injury if it is deemed to have resulted from a prohibited attack to be penalized by Deduction Penalty. Otherwise the Referee shall decide the winner on the basis of the score of the match before the suspension of the time.

## **ARTICLE 23 Default**

The competitor who is unable to register and check-in on time will be deemed as defaulting.

## **ARTICLE 24 Doping Test**

According to the Olympic Game's rules, doping is strictly prohibited and the Competition Committee and the Head Referee will take doping checks.

## **ARTICLE 25 Placing**

### **25.1 Individual Ranking**

Each Division bracket results will be classified into First place prize (a gold medal and

certificate will be issued), 2nd place prize (a silver medal and certificate will be issued), two 3rd place prizes (2 bronze medals and certificates will be issued) and Excellent Performance Award (only a certificate will be issued).

**ARTICLE 26 Contest Platform**

**26.1** The ring will be held in an area of 8 M x 8 M with 5cm white color side surround.

**26.2** Taking into account the actual circumstances, the organizing committee reserves the right to increase or decrease the size of the performing area.